

## WE CLAIM:

- Sub. art.  
37
1. A gaming machine having a display means and a game control means arranged to control images displayed on the display means, the game control means being arranged to play a game wherein one or more random events are caused to be displayed on the display means and, if a predefined winning event results, the machine awards a prize, the gaming machine being characterized in that it includes a feature of a changing representation of the awarding of the prize and a player-operable control device which, upon manipulation by a player, controls an outcome of the representation to determine an amount awarded to the player.
  2. The gaming machine of claim 1 in which the representation is a representation of a win meter.
  3. The gaming machine of claim 1 in which the representation is a graphical display representing a changing award.
  4. The gaming machine of claim 3 in which the amount represented by the graphical display, where it is stopped by the player, is awarded to the player as the prize.
  5. The gaming machine of claim 4 in which the game control means selects a threshold value such that, when that threshold value is reached by the graphical display without having being stopped by the player, a losing outcome results.
  6. The gaming machine of claim 5 in which the graphical display commences changing and the player is able to stop the graphical display at any time by means of the control device, the arrangement being such that, if the graphical display reaches the threshold value, the losing outcome results but, if the player operates the control device before the threshold value is reached, the player may be awarded the amount represented by the graphical display at the time that the control device is operated.
  7. The gaming machine of claim 6 in which the rate at which the graphical display changes is variable and is set by the game control means.

8. The gaming machine of claim 6 in which the game control means is operable to cause the losing outcome to result even if the player operates the control device before the threshold value has been reached.

9. The gaming machine of claim 6 in which, should the player stop the representation before the threshold value is reached, the game control means causes the selected threshold value to be displayed so that the player can ascertain when the losing outcome would have resulted.

10. The gaming machine of claim 5 in which a random number is selected as the threshold value by the game control means, the random number falling in a predetermined range from one to a highest possible value.

11. The gaming machine of claim 10 in which the graphical display commences changing and the player is able to stop the graphical display at any time by means of the control device, the arrangement being such that, if the graphical display reaches the threshold value, the losing outcome results but, if the player operates the control device before the threshold value is reached, the player may be awarded the amount represented by the graphical display at the time that the control device is operated.

12. The gaming machine of claim 11 in which the rate at which the graphical display changes is variable and is set by the game control means.

13. The gaming machine of claim 11 in which the game control means is operable to cause the losing outcome to result even if the player operates the control device before the threshold value has been reached.

14. The gaming machine of claim 11 in which, should the player stop the representation before the threshold value is reached, the game control means causes the selected threshold value to be displayed so that the player can ascertain when the losing outcome would have resulted.

15. The gaming machine of claim 1 in which the control device is an actuator operable by the player to stop changes in the representation.

- 5